<u>REMARKS</u>

In the February 14, 2001, Office Action the Examiner cited new grounds of rejection and rejected Claims 1-19 under 35 USC §103 as being unpatentable over Bodenmann et al. in view of De Bot. Applicants respectfully submit that neither of these references anticipate Applicants' invention either individually or when viewed in combination.

Applicants agree with Examiner's statement that Bodenmann et al. does not specifically disclose time domain multiplexing, however Applicants disagree with the assertion that Bodenmann et al. "implies" time domain multiplexing. Bodenmann et al. specifically teaches away from time domain multiplexing by requiring sequenced transmission of multiple devices instead. For multiple device operation, Bodenmann et al. teaches that the first device transmits over a short interval and then stops transmission so that the second device can begin transmission. Bodenmann et al. stated:

> "In the event the configuration includes a host and a plurality of peripheral devices, it may be necessary for the host of master to synchronize the messages or emissions transmitted by the various peripherals, such as a plurality of interactive gamepads or joysticks. In such an instance, the objective is <u>to allow each peripheral to transmit in its turn</u>. In this arrangement, a very short string, referred to as "synchronous polling and acknowledge" may be issued by the host to the devices. The use of extremely short strings is preferred because it allows the most messages to fit in a given time slot . . . ." (Col 7, lines 38-48, emphasis added)

Instead of "implying" time domain multiplexing, Bodenmann et al. specifically teaches sequenced transmissions which preclude continuous data transmission preferred for the game play function of Applicants' invention. Bodenmann et al. further precluded time domain multiplexed transmission by explaining that simultaneous data transmission by two device would simply be aborted:

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"If two messages should overlap due to simultaneous use of multiple such devices, a collision may occur and both messages may be rejected for safety." (Col. 11, lines 39-43)

The Examiner further cited De Bot as showing remote wireless interaction providing for time domain multiplexing transmission, however this disclosure does not teach the features of Applicants' invention. De Bot was not designed for the field of game controllers but was designed for pay-for-view television movie transmission. De Bot requires three stations instead of the two stations taught by Applicants. De Bot transmits data from a central-station-to-a-set-box on top of remote televisions, and the user (third station) interacts locally with the remote televisions. De Bot teaches multiplexing between the central station and the remote televisions but does not teach multiplexing transmission between the user and the television. Moreover, De Bot requires that data flowing in different directions must be separated into different, dedicated channels:

> "According to the present invention, in at least the upstream direction, the session accompanying upstream control information USCS is exchanged via a dedicated control channel . . . also the session accompanying downstream control information is exchanged via a dedicated control channel." (Col 4, lines 24-33)
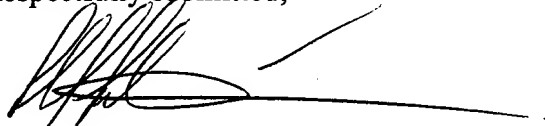
In contrast, Applicants' invention describes a portable apparatus for wireless communication between the user and the data generating station. This communication provides operator interaction not possible with the communication system disclosed taught by De Bot. The transmission devices illustrated by De Bot were designed for pay-for-view movies and were not designed for portable operation or for the highly interactive transmission of a game controller operated by the user. De Bot addressed the long distance transmission of data between a central station and remote televisions, and

there are no teachings within De Bot that the disclosed system would provide the structure or perform the function taught by Applicants' invention.

Neither Bodenmann et al. or De Bot independently or collectively suggest Applicants' invention, and therefore such invention is not unobvious in view of these references. Applicants' invention permits time division multiplexing of the signals from two or more non-tethered game controllers which can operate on the same frequency in one embodiment of the invention. Because the game controllers can each have a unique address and integrated collision avoidance capabilities, additional game controllers can be dynamically added or deleted during game play. Additionally, the invention permits the unique capacity to change channels so that the user can change receivers or can change between different games with the same receiver. The ability to change channels also permits automatic frequency shifts to avoid signals where local frequencies experience noise or undesirable power loss.

Applicants' invention uniquely provides radio frequency transmission for game controllers having significant advantages not achievable with infrared signal game controllers. Applicants believe that the pending Claims as amended are patentably distinct over the record prior art and respectfully request allowance of the pending Claims.

Respectfully submitted,

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